

The book was found

Opening Moves (The Gam3 Book 1)



Synopsis

The Earth is changing. The alien invasion brought social upheaval, advanced technology, and an armada of peacekeeping robots. But Alan, a college student pursuing a now-useless degree, cares little about all of this. He has only one thing on his mind: the Game. A fully immersive virtual reality, the Game appears to be a major part of the invading civilization. Alan can't wait to play, recklessly diving into the digital universe. Soon though, Alan realizes the Game is anything but simple, and the stakes are higher than he ever imagined.

Book Information

File Size: 2843 KB

Print Length: 459 pages

Simultaneous Device Usage: Unlimited

Publication Date: March 24, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01DFCNAPG

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Enabled

Lending: Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #4,668 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #10 in Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Science Fiction > TV, Movie, Video Game Adaptations #35 in Books > Science Fiction & Fantasy > Science Fiction > Cyberpunk #35 in Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Science Fiction > Cyberpunk

Customer Reviews

I have been reading and enjoying several litrpg books (where the main character enters a life-like game world). This is certainly one of the better ones! It is well written, edited, and is creative and refreshing as well. The game in this book is extraordinarily expansive, encompassing a virtual copy of the entire known universe. In this story, extremely advanced aliens invade Earth. They have eliminated war in the real universe. Instead, all sentient life is brought into a virtual game where decisions are fought out. Whatever entity controls planetary "control points" in the game (such as Earth's), can dictate laws and decisions in the real universe as well. Newly discovered Earth has

three years until its immunity runs out! Connecting to the game is extra-ordinarily expensive (the equivalent of millions of dollars), as it requires the use of alien technology. The main character has the good fortune to be invited to be a "Player" in the game, one of the representatives of humanity. He must make wise decisions without understanding all the repercussions of his actions, all while trying to pay of a huge personal debt (that he got in order to connect to the game).

I bought the book, then bought the audiobook because I love it so much and the audiobook made it worth every penny. The narrator made me look at the main character in a new light and brought me even more into this world. I haven't been this engrossed in a series since "The way of the shaman" which has been years. You have a winner here. The one downside is it reads like a literal LitRPG, so when a new major ability comes available get ready for 2 or 3 min of straight stat-readout. I say this because I hate it but realize it's a needed part of the book to fully understand the skills used which is why it is still 5 stars. All I can say is hurry it up on the rest of the series as I am checking anything related to you for an update as to the release of book 2.

This was an unexpected find through the LitRPG Facebook group. I thoroughly enjoyed this book. It has mysteries galore and a good balance of LitRPG and normal writing. One thing I notice in this genre is that the real world tends to be glossed over (which I hate). No difference here except there's some connection back to the real world. Bottom line this book is fun and keeps the pace fast enough so you're not bored. I was actively engaged the whole time and read it in a few days. If you like the LitRPG genre this book is great and I highly recommend it. If you don't know what LitRPG is it's basically a genre in which characters do things inside a video game they connect to from the real world. The life of the person mostly happens through the game so it includes tons of info on skills learned, points, and decision making on these topics. This is a great addition to the genre. I loved it and can't wait to see what happens next.

Impressive first effort. I've devoured nearly all of the available English translations and English original works of the LitRPG genre, and while Opening Moves isn't the absolute best of the genre, I'd highly recommend it. I found the writing to be mostly clean and enjoyable, keeping me glued to the storyline instead of parsing through the author's meaning. The World Building is a tad underdone in my opinion, but doesn't detract from the narrative. While readers that game more often than I will (and should!) notice the slightly OP nature of the MC and the overly helpful Loot being offered to him, others won't care. All in all, an enjoyable ride from a talented new author. My main issues lie

with the pacing of the novel: I think things progressed a little too quickly for the MC, with a few too many dramatic points being run through in what could have been two separate novels. Adding too many tends to cheapen the authenticity for me, but others may enjoy the more active process, so it's a personal opinion. No matter what, I will be eagerly looking forward to the sequel.

I enjoyed the book quite a lot. While the protagonist is a bit one dimensional and the ever increasingly powerful rewards for his actions seem disproportionate, I still had a great time reading this book. The major redeeming factor for me was the layering of the different quests through multiple factions desires. It's a good start on a plot that could become deeply intricate if handled well. Very good first effort, and I'm looking forward to the next.

I really liked this work. I try not to give very many 5 stars as a way to highlight what I think is top notch. Now, to be fair I think this just barely qualified for my 5 star level. "Ready Player One" which is a very similar genre/style and is better but not by a lot. If you liked RPO then I can almost guarantee you will like this one. I am not one for detailing what a book is about in the review. First it can be a spoiler and second it is what blurbs are for. It has a modern day yet sci-fi feel. It is intelligently written that is original and does not talk down or spoon feed the reader. I have not checked if this author has any other works but I plan to. Some of my favorite authors are Neil Gaiman, John Scalzi. Some titles I appreciate are "It's a dirty job", "Lamb", "Robopocolyps", "Scar" by China Miéville and pretty much all works by the Bard and Vern. If this resonates with you then we might have similar tastes. Good luck and happy reading.

Just finished second go round and just as disappointed as the first time I read this fascinating story.....no second book! This story as my niece says is way cool. Give it a try I am pretty sure you won't be disappointed at least not with this first book. I am really looking forward to the rest of the series. Very nice job.

[Download to continue reading...](#)

Opening Moves (The Gam3 Book 1) Earth's Gambit (The Gam3 Book 2) Best Dance Moves in the World . . . Ever!: 100 New and Classic Moves and How to Bust Them How to Catch the Huge Market Moves: How to Predict and Enter the Big Market Moves in Forex, Commodities and the Indices. Microsoft® Combat Flight Simulator 2: WW II Pacific Theater: Inside Moves (EU-Inside Moves) Chess Opening Names: The Fascinating & Entertaining History Behind The First Few Moves Undaunted Courage: Meriwether Lewis, Thomas Jefferson and the Opening of the American

West: Meriwether Lewis Thomas Jefferson and the Opening Opening Repertoire: Nimzo and Bog Indian (Everyman Chess-Opening Repertoire) Chess Paperback book & game: From First Moves to Checkmate Teen Titans Go!: Power Moves Activity Book Cold Blooded Assassin Book 2: Killer Moves (Nick McCarty Assassin Series) The Moves Make the Man (Newbery Honor Book) The Big Book of Details: 46 Moves for Teaching Writers to Elaborate Ultimate Hip Opening Yoga Guide: Exercises for Tight Hips & Hip Pain: 4-Week Yoga Guide w/ Videos (Beginner Yoga Guides Book 1) Mudras for Awakening Chakras: 19 Simple Hand Gestures for Awakening and Balancing Your Chakras: [A Beginner's Guide to Opening and Balancing Your Chakras] (Mudra Healing Book 3) Opening the Prayer Book (New Church's Teaching Series) Opening to Channel: How to Connect with Your Guide (Earth Life Series Book 6) Kelly's Opening Hours (The Gang's Pleasures Book 1) Opening NATO's Door: How the Alliance Remade Itself for a New Era (A Council on Foreign Relations Book) Opening Struggles (Karma Bakery Book 2)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)